Engineer Programming Table

No	Name	Code	Type	Partition/ Arm Mode	Attributes	Flexi	Access RDR
00	JAL	1234	Manager	ABCD	ARM/DISARM	NO	1 2 8

PCX

Control Panels with Remote Keypads

USER MANUAL

RINS459-3

Pyronix

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Warranty

This product is sold subject to our standard warranty conditions and is warranted against defects in workmanship for a period of 2 years. In the interest of continuing improvement of quality, customer care and design, Pyronix reserve the right to amend specifications without giving prior notice.

6. SERVICE INFORMATION

We are sure you will be delighted with your PCX Alarm System. For your personal reference here is a record of the relevant service information.

Service Company.....

Date of Installation.....Day.....Month.....Year.....

Site Reference.....

24 Hour Service Number.....

Keyholders.....Name.....Tel.....

Name.....Tel.....

Entry Time.....

Exit Time.....

Manager Code.....

5. SMS MESSAGING SYSTEM

Your system may have been configured to send messages to a mobile telephone. If so, the system will call the appropriate messaging bureau and forward the message to your mobile telephone whenever an event occurs that is important to you. Message calls are charged at the normal network rate current at the time of the call. The fee for this service is collected automatically via a premium rate number when the PCX System makes its regular authorization and routing call to the Messaging computer. Should this call fail, the display will show "PHC Test Fail" until the next time that the call is made successfully. This acts as a reminder that SMS Message signaling ***may*** not be operational, but will NOT interfere with this, or any other aspect of the alarm system. If you wish to change the information sent to your mobile telephone, or the mobile telephone number, please contact your alarm system installation company.

1. INTRODUCTION

Congratulations on your purchase of a Pyronix PCX alarm system. The PCX is designed and manufactured to our ISO9001 approved quality system to offer a choice of options to suit your needs.

1.1 The Keypad and Tag Reader

The keypad and/or tag reader is where you will arm and disarm the system. You can also use the keypad to program the system for your individual needs, including arming different partitions, adding codes and tags, and reading system messages.

The display shows you any important messages

The 10-digit numeric keypad is where you use your PIN code.

Directional keys for scrolling through menus

The **A**, **B**, **C** and **D** keys help simplify use, and will light to highlight your choice of security cover, or flash if there is a problem.

The ✕ key = NO

The ✓ key = YES

This is where you use your Tag.

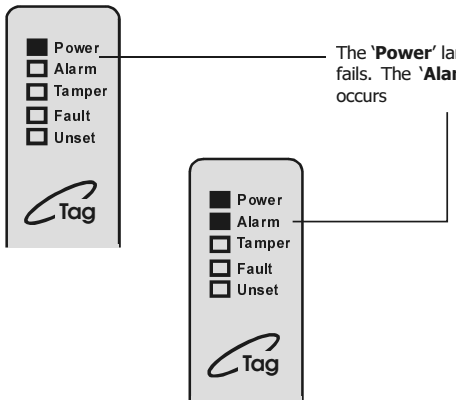
1.2 Keypad & Tag Display Indications

All arming points (keypads and tag readers) have lamps to clearly indicate what is happening.

1.2.1 Keypad Indications

	Green = Supply LED
	Red = Alarm LED
	Red = Tamper LED
	Yellow = Fault LED
	Green = Arm / disarm
A	Arm Mode or Partition A
B	Arm Mode or Partition B
C	Arm Mode or Partition C
D	Arm Mode or Partition D

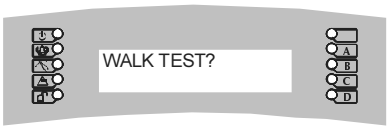
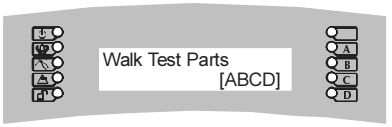
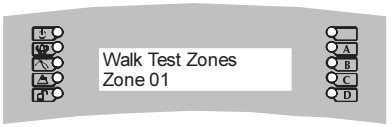
1.2.2 Tag Indications



The '**Power**' lamp will flash if the mains supply fails. The '**Alarm**' lamp will flash if an alarm occurs

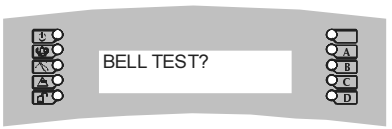
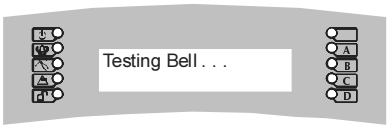
4.5 Walk Test

The Walk Test enables you to check that all the detectors are working properly. Follow the procedure below:

	Press ✓.
	Enter the partitions that you wish to test, using the A, B, C and D keys. Once you have chosen them, press ✓. The Walk Test will commence.
	The zones to be tested will scroll on the bottom line of the display. Walk around the building, ensuring that you pass each detector to be tested. As each detector is activated, a chime will be played, and that zone will be removed from the scrolling list.
	When all the detectors have been activated, the display shows "Walk Test Completed". Press ✓ to complete the test, and then ✕ to return to the main Manager Menu..

4.6 Bell Test

Follow the procedure below to test any external sounders connected to the system.

	Press ✓.
	The bell will sound, and the strobe will flash. When the test is completed, press ✕ to return to the main Manager Menu.

4.7 Enter Engineer Menu

This selection is reserved for your service engineer, and cannot be accessed without the Engineer Code.

4.8 Exit Manager Mode

Select this option to save any changes you have made, and return to normal, disarmed mode.

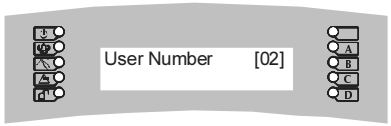
In addition, the ABCD keys are used as follows:

A = capital
B = move cursor left
C = clears cursor / adds a space
D = moves cursor right

For example, to write 'Ian', press the:

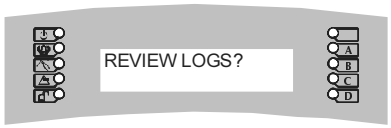
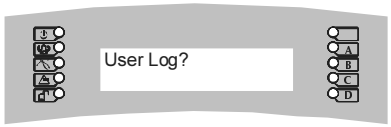
'3' key once to write an 'i'
'A' key once to make the letter a capital
'D' key once to move the cursor to the right
'1' key once to write an 'a'
'D' key once to move the cursor to the right
'4' key twice to write an 'n'

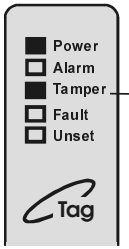
Press the ✓ key. The display will show:



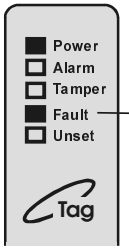
Press the ✗ key to return to the main Manager Menu, or enter a user number to alter settings for another user.

4.4 Reviewing Logs

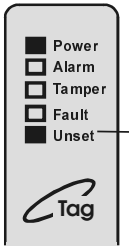
	Press ✓.
	Press ✓ to choose the User Log, or, if Access Control is in use, press ✗ to toggle between the user log and the access log.
	The last event will be shown. Press ✓ to scroll backwards through the log, or use the ▲ and ▼ keys to scroll backwards and forwards. To exit the log, press ✗. To return to the main Manager Menu, press ✗ again



The '**Tamper**' lamp will flash if the PCX wiring or equipment is tampered with.



The '**Fault**' lamp will indicate if a technical fault occurs and will flash if you cannot arm the system for any reason.



The Disarm ('**Unset**') lamp will light if the PCX is completely disarmed (steady) or if some partitions remain armed (flashing).

1.3 Using a Tag

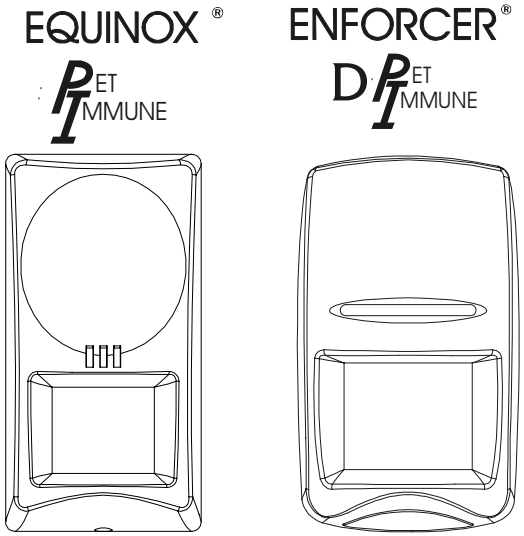
The PCX High Security Proximity Tag (or Card) will arm or disarm your system with the minimum of fuss. The tag contains batteries and is completely maintenance free. Simply pass the tag close to the keypad or reader to arm or disarm your system. The keypad or reader will beep to indicate it has acknowledged the tag.

2. ARMING AND DISARMING THE SYSTEM

2.1 Before Arming the System

Before you arm your system, you must ensure that all doors and windows are securely closed, and that all pets are accounted for, perhaps using one of the Pyronix range of Pet Immune detectors.

Note: Pyronix provide a comprehensive range of PI detectors, which provide pet immunity, including the Enforcer PI, Equinox PI and Magnum PI



Close all doors and windows.

2.2 Arm Modes

The Arm Modes feature of the PCX allows you flexibility in using your system. The installation engineer can programme the system so that each Arm Mode has a different function. For example:

Arm Mode A – All zones armed
Arm Mode B – Downstairs armed, upstairs disarmed
Arm Mode C – Garage armed, house disarmed
Arm Mode D – All except kitchen armed

There are 4 Arm Mode available on the PCX system. You will need to discuss with your installer how the Arm Mode are to be programmed.

4.3 Changing User Codes & Options

The Change Codes option allows you to assign or change codes for different users, as well as altering their options.

CHANGE CODES?	Press ✓.
User Number [02]	Enter the number for the user you wish to edit. Remember to use a leading zero. Press ✓.
Enter User Code [8765]	Enter the new code for the user. A code can be 4, 5 or 6 digits long. Press ✓.
User Type (User) [0]	Enter the user type. Choose from 0 (User) or 1 (Master User). Press ✓.
User Partitions [ABCD]	Choose the partitions the user will be able to arm and disarm. Press ✓.
User Arm Options Disarm / Arm [0]	Enter the Arm Options. Choose 0 (Disarm & Arm), 1 (Disarm Only) or 2 (Arm Only). Press ✓.
Flexi Arm Yes [1]	Choose if you wish the user to have FlexiArm. If you choose o (NO), the user will only be allowed to Arm or Disarm the partitions assigned above. If you choose 1 (Yes), then the user will be able to choose which partitions to arm or disarm when entering his code. Press ✓.
User Name _	You can now add a label to the user. If you do not wish to add a label, press ✓. The key functions are as follows: 1 = ABCD 2 = EFGH 3 = IJKL 4 = MNOP 5 = QRST 6 = UVWX 7 = YZ,- 8 = ./01 9 = 2345 0 = 6789

4. MANAGER MODE

***Note:** You can only enter manager mode while the system is disarmed.*

4.1 Entering Manager Mode

Enter Manager Mode by keying your 4-digit manager code.

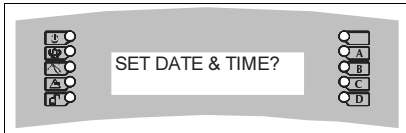
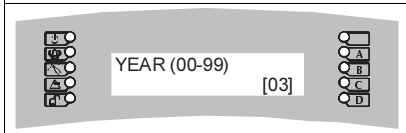
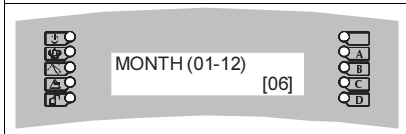
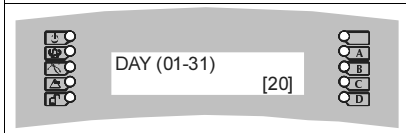
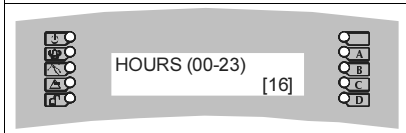
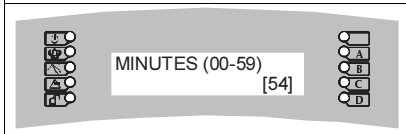
You then have a choice of:

SET DATE AND TIME?
OMIT ZONES?
CHANGE CODES?
REVIEW LOGS?
WALK TEST?
BELL TEST?
TEST PHC COMMUNICATIONS?
ENGINEER MODE?
EXIT MANAGER MODE?

Pressing the ✖ key will take you from one choice to the next (as well as escaping from within a choice).

Pressing the ✓ key will take you into a choice (as well as accepting an option when within a choice).

4.2 Changing Time and Date

	Press ✓.
	Enter the year (e.g., '03' for 2003). Press ✓.
	Enter the month (e.g., '06' for June). Press ✓.
	Enter the day. Press ✓.
	Enter the hours in 24 hour format (e.g., '16' for 4 o'clock in the afternoon). Press ✓.
	Enter the minutes. Press ✓. You will be at the main Manager Menu.

2.3 Leaving the Building

1. Enter your PIN code, or present your tag.
2. Press the ✓ key. The entry / exit tone will start.
3. Leave the building by the entry / exit route, closing the door firmly.
4. If fitted, press the 'Push to Arm' button.
5. The entry / exit tone will cease.

This will arm the system using partition A. This partition is usually programmed with all zones active.

2.4 Disarming the System

Upon entering the premises, the entry / exit tone will sound. Enter your PIN code, or present your tag. The system will disarm, and the entry / exit tone will cease.

2.5 Partial Arming of the System

In some circumstances you may wish to arm only part of the system, leaving some of the building disarmed. For example, at night you may wish to have the downstairs armed, whilst leaving the upstairs disarmed, or may wish to have the whole building armed, except for the kitchen, where the dog is.

In this case, follow the procedure below:

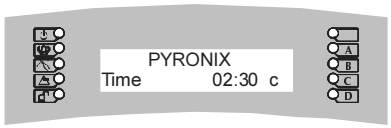
1. Enter your PIN code, or present your tag.
2. Press the key (A, B, C or D) that corresponds to the security pattern you require.
3. Press the ✓ key. The entry / exit tone will start.
4. Leave the building by the entry / exit route, closing the door firmly, or retire to an unprotected area of the building.
5. The entry / exit tone will cease.

3. ADVANCED FUNCTIONS

3.1 Chime Function

The C key can be used to select the Chime function while the system is disarmed. If enabled, a tone will sound every time an entry / exit door is opened.

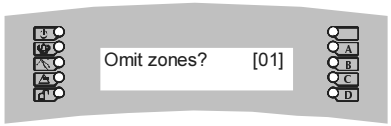
Whilst enabled, a 'C' will show on the keypad display.



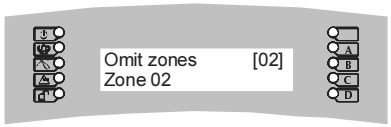
3.2 Deliberately Omitting a Zone

If a zone has been programmed as 'Omittable' by your installer, you can leave this zone unarmed whilst arming the rest of the zones in that partition. Follow the procedure below:

1. Enter your PIN code or present your tag, and press the ✓ key. The system starts to arm. Press the ✓ key again. The display shows:



2. Enter the zone you wish to omit. Always remember to use a leading zero for zones 01 – 09. The display shows:



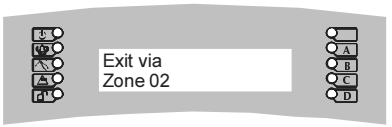
3. The system will now wait 10 seconds for any additional zones to be entered. After 10 seconds the arming procedure will continue, and the entry / exit tone will sound. Exit the building as normal.

3.3 Omitting an Open Zone

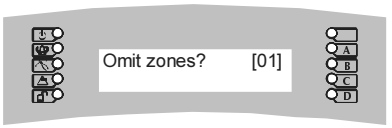
You may wish to leave a zone open when you arm the system, for example, leaving a window open during the summer. You can arm the system so that it omits this open zone, if your installer has programmed this zone as 'Omittable'.

To omit a zone during arming, follow the procedure below:

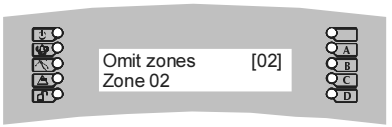
1. Enter your PIN code or present your tag, and press the ✓ key. The display shows:



2. Press the ✓ key. The display shows:



3. Enter the zone you wish to omit. Always remember to use a leading zero for zones 01 – 09. The display shows:



4. The system will now wait 10 seconds for any additional zones to be entered. After 10 seconds the arming procedure will continue, and the entry / exit tone will sound. Exit the building as normal.

3.4 Keypad Personal Attack

You can use your PCX system as a personal attack alarm. Simply press the '1' and '4' keys at the same time. To cancel the alarm, enter your PIN or present your tag.

Note: This facility is only available if your system has had this feature enabled by your installer.